



# Quick reference sheet

## The Turn

Marker Phase	Remove all activation markers
Initiative	Both players roll D10 to see who starts
Activation	Phase Players take turns to activate units

## Orders

Move	The unit may make a normal move: Units turn does not end. The unit may make a rush move: Units turn ends
Hold	The unit may hold position and react to threats: Units turn ends, otherwise move to shooting (a unit on hold can shoot at enemy units, that complete a move within short range, if a command check is passed. A unit on hold, or an inactivated unit, can counter-charge enemy units that have charged it, if a command check is passed).
Shoot	The unit may shoot at enemy targets. Units in base contact with enemy figures cannot shoot. A unit must shoot at the nearest enemy target
Assault	The unit may assault an enemy unit: Units turn ends.

## Shooting Table

Model's SH	1	2	3	4	5	6	7	8	9	10
Score To Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

## Damage Table

Targets Toughness (T)	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

## Range bands Table

CC	Base to base contact
Short	12 inches
Medium	24 inches
Long	36 inches
Extreme	48 inches

## To Hit Modifiers

Modifier	Situation
-1	Shooting Unit Moved
-1	Size 1 Target
+1	Size 4-5 Target
+2	Size 6-7 Target
+3	Size 8-9 Target
-2	Speculative Shot

## Close Combat Table

Defenders Assault (AS)	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

## To Hit Modifiers

Modifier	Situation
-2	Unit is panicked
+1	Unit charged or counter-charged
+1	Using a weapon in each hand
+1	Defending cover
+2	Opponent is panicked

## Combat Damage Table

Targets Toughness (T)	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

## Damage Modifiers

Modifier	Situation
+1	Using a weapon in each hand

## Command Table

Model's CD	1	2	3	4	5	6	7	8	9	10
Score To Pass	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

## Morale Check Circumstances

Lost a Close Combat	Squads, Individuals
Lost 50% of members (not in Close Combat)	Squads
Lost 50% of Wound (not in Close Combat)	Individuals

## Rally Check Modifiers (use the worst)

-3	Enemy units within short range and LOS
-2	Enemy units within medium range and LOS
-1	Enemy units within long range and LOS